

<b>Player: Brian</b>
<b>Name:</b>
<b>Species: Selonian</b>
<b>Career: Hired Gun</b>
<b>Specializations: Heavy / Recruit</b>

Brawn	Agility	Intellect	Cunning	Willpower	Presence
3	4	2	1	3	1

Soak Value	Wounds		Strain		Defense		XP	
4	18		14		0	0	350	10
3 v. Non-Energy	Threshold	Current	Threshold	Current	Ranged	Melee	Total	Available

Skills:									
Skill (Ability)	Career	Train	Ranks	Roll Y/G	Skill (Ability)	Career	Train	Ranks	Roll Y/G
Astrogation (Int)				/	Stealth (Ag)				/
Athletics (Br)	H.G., R	Y	1	1/2	Streetwise (Cun)				/
Charm (Pr)				/	Survival (Cun)				/
Coercion (Wil)				/	Vigilance (Wil)	H.G., R	Y	1	1/2
Computers (Int)				/	Combat				
Cool (Pr)				/	Brawl (Br)	H.G.	Y	1	1/2
Coordination (Ag)	Species		1	1/3	Gunnery (Ag)	H	Y	1	1/3
Deception (Cun)				/	Melee (Br)	H.G.	Y	1	1/2
Discipline (Wil)	H.G., R	Y	1	1/2	Ranged – Light (Ag)	H.G.	Y	1	1/3
Leadership (Pr)				/	Ranged – Heavy (Ag)	H.G.	Y	1	1/3
Mechanics (Int)				/	Knowledge (Int)				
Medicine (Int)				/	Core Worlds				/
Negotiation (Pr)				/	Education				/
Perception (Cun)				/	Lore				/
Piloting – Planetary (Ag)	H.G.	Y	1	1/3	Outer Rim				/
Piloting – Space (Ag)				/	Underworld				/
Resilience (Br)	H.G., H	Y	1	1/2	Warfare				/
Skulduggery (Cun)				/	Xenology				/

## Weapons

Weapon	Skill	Damage	Crit	Range	Notes:
Tail	Brawl	4	5	Engaged	Disorient 2, Knockdown (1 Adv.)
FC1 Flechette Launcher					
-Anti-Infantry	Gunnery	8	3	Medium	Blast 8, Cumbersome 3, Limited Ammo 4, Pierce 6, Prepare 1, Vicious 1
-Anti-Vehicle	Gunnery	10	2	Medium	Breach 2, Cumbersome 3, Limited Ammo 4, Prepare 1, Vicious 3
LBR-9	Ranged – Heavy	10	-	Long	Disorient 2, Stun Damage

Motivations:		Obligation:	Duty:	Description:				
Type: Quest	Type:	Type: Betrayal	Type: Combat Victory	Notable Features:				
Redemption		Magnitude: 5	Magnitude: 10	Species: Selonian				
		Gender: Male						
		Age:						
		Height:						
		Build:						
		Hair / Eyes:						
Credits: 2200		Personal Gear:		Critical Injuries:				
Weapons:		Extra Reloads x4			Severity / Result			
FC1 Flechette Launcher		Stimpacks x4						
LBR-9 Stun Rifle		Macrobinoculars						
		Comlink						
Armor:								
Armor	Qty	Soak	Melee Def.	Range Def.	Encumbrance	Held?	Equipped?	Notes:
Catch Vest	1	2*	0	0	1		y	*Soak 2 v. Energy; 1 v. Other
Special Gear:								
Name		QTY	Enc.	Notes				
Weapon Sling		1		Decrease Cumbersome by 1, Grant Quick Draw (FC1)				
Other Notes (RP, Notable NPCs, Deals, etc.):								

Talents, Special Abilities and Features				
Name	Source (Species, Spec. Name, etc.)	Tier	Notes	Page #
Night Vision	<b>Selonian</b>	—	Remove all Setback added to checks due to darkness.	<b>SoF</b>
	Rank: —	—		93
Barrage	<b>Spec: Heavy</b>	1	Add 1 damage per rank to 1 hit of a successful attack while using Ranged – Heavy or Gunnery at long or extreme range.	<b>DC</b>
	Rank: 2	4		31
Burly	<b>Spec: Heavy</b>	1	Reduce weapons Cumbersome and Encumbrance Rating by a number equal to ranks to a minimum of 1.	<b>DC</b>
	Rank: 2	3		31
Brace	<b>Spec: Heavy</b>	2	Perform a Brace maneuver to remove Setback per rank from next action due to environmental circumstances.	<b>DC</b>
	Rank: 2	4		31
Second Wind	<b>Spec: Recruit</b>	1	Once per encounter perform a Second Wind incidental to recover Strain equal to ranks.	<b>AoR</b>
	Rank: 1			101
Outdoorsman	<b>Spec: Recruit</b>	1	Remove Setback per rank to move through rough terrain or manage environmental effects. Overland travel takes half normal time.	<b>AoR</b>
	Rank: 1			101
Well Travelled	<b>Spec: Recruit</b>	2	Knowledge (Core Worlds) and Knowledge (Outer Rim) are now career skills.	<b>AoR</b>
	Rank: N/A			101
Toughened	<b>Spec: Recruit</b>	3	+2 Wound Threshold	<b>AoR</b>
	Rank: 2	5		101
Grit	<b>Spec: Recruit</b>	4	+1 Strain Threshold	<b>AoR</b>
	Rank: 1			101
Sidestep	<b>Spec: Heavy</b>	3	Once per round, perform a Sidestep maneuver. Suffer Strain per rank to upgrade difficulty of all incoming ranged attacks.	<b>DC</b>
	Rank: 1			31
Quick Draw	<b>Weapon Sling</b>	—	Reduce prep time by 1 maneuver.	<b>AoR</b>
	Rank: 1	—		154
	Rank:			
	Rank:			
	Rank:			
	Rank:			
	Rank:			